ly personnel to wear their masks to avoid temporary irritation from the CS cloud which will result from the use of the M651 cartridge.

c. Targets. When firing into thinly constructed or easily penetrable buildings, the projectile should enter the building at a point close to the ground so that the munition does not pass through the building before functioning. When used against personnel in the open, the point of impact should be upwind of the target area.

2-2. Failure to Fire

Any time a launcher fails to fire an M651 cartridge, assume a hangfire has occurred and observe the procedures listed below until the round has been fired or removed from the launcher.

a. Keep the launcher aimed at the target and keep all personnel clear of the muzzle.

b. Wait 30 seconds, open the breech to recock the weapon, and examine the percussion primer (fig. 1-1) to see if it has been dented. If the percussion primer has not been dented, the firing mechanism of the weapon may be at fault. The round may be reloaded and fired after the cause of failure to fire has been corrected.

c. If the percussion primer has been dented, attempt to fire the round again. If the round fails to fire, consider the round a misfire.

d. Wait 30 seconds and then remove the round from the launcher.

e. After the round is removed from the launcher, keep the round separate from other ammunition. If it is determined that the round is faulty, keep it separate from other ammunition and notify Explosive Ordnance Disposal (EOD) personnel for disposal.

NOTE

A hangfire is a temporary failure or delay in the action of a primer, igniter or propelling charge. For a few seconds it cannot be distinguished from a complete failure or misfire.

NOTE

A misfire is the failure of a primer or the propelling charge of a projectile to function wholly or in part.

NOTE

A dud is an explosive munition which has not been armed as intended or which fails to explode after being armed.